EFFIGY

Spirits of Burning Hatred

Habitat: Urban; **Treasure:** None

An effigy is an undead spirit that despises the living and covets the vibrant life energy they possess. It has an uncontrollable desire to possess living creatures and pilot their physical bodies, if only to feel the sensation of having a body once more. The creature's jealous hatred is so intense that it manifests literal flames, immolating the body while they possess it. In most cases the victim burns until nothing is left but a smouldering corpse, at which point, the effigy begins its hunt anew.

The creature itself appears as a translucent humanoid shape composed of brilliant multi-coloured flames. Flickering inside of the burning shape are two white eyes, but otherwise, it has no discernable features.

Effigy

Medium Undead, Chaotic Evil

AC 15 **Initiative** +7 (16)
Hit Points 121 (27d8 + 0)
Speed Fly 60 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 6	-2	-2	**DEX** 19	+4	+4	**CON** 10	+0	+0
INT 16	+3	+3	**WIS** 17	+3	+3	**CHA** 18	+4	+4

Skills Insight +6, Perception +9, Stealth +7
Resistances Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Slashing, Thunder
Immunities Fire, Necrotic, Poison; **Charmed**, **Exhaustion**, **Frightened**, **Grappled**, **Paralyzed**, **Petrified**, **Poisoned**, **Prone**, **Restrained**, **Incapacitated**, **Unconscious**
Senses **Blindsight** 30 ft., **Darkvision** 60 ft., Passive Perception 19
Languages Common plus one other language
CR 8 (XP 3,900; PB +3)

Traits

Ethereal Sight. The effigy can see 60 feet into the Ethereal Plane when it is on the Material Plane.

Fire Aura. At the end of each of the effigy's turns, each creature in a 10-foot Emanation originating from the effigy takes 5 (1d10) Fire damage. Creatures and flammable objects in the Emanation start **burning**.

Incorporeal Movement. The effigy can move through other creatures and objects as if they were **Difficult Terrain**. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Living Kindling. Whenever the effigy deals Fire damage to a living creature, it gains **Temporary Hit Points** equal to half the amount of Fire damage dealt.

Actions

Multiattack. The effigy makes two attacks with Incinerate.

Incinerate. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 +4) Necrotic damage plus 9 (2d8) Fire damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the Necrotic damage taken.

Possession (Recharge 5-6). *Charisma Saving Throw*: DC 15, one Humanoid the effigy can see within 5 feet. *Failure*: The target is possessed by the effigy; the effigy disappears, and the target has the **Incapacitated** condition and loses control of its body. The effigy now controls the body, but the target retains awareness. The effigy can't be targeted by any attack,

spell, or other effect, except ones that specifically target Undead. The effigy's game statistics are the same, except it uses the possessed target's Speed, as well as the target's Strength, Dexterity, and Constitution modifiers.

The possession lasts until the body dies, or the effigy leaves as a Bonus Action. The possessed creature can attempt to end the possession early by succeeding on DC 15 Charisma Saving Throw at the end of each of its turns. When the possession ends, the effigy appears in an unoccupied space within 5 feet of the target, and the target is immune to this effigy's Possession for 24 hours.

Success: The target is immune to this effigy's Possession for 24 hours.

Bonus Actions

Burning Hatred. One creature possessed by the effigy takes 11 (2d10) Fire damage.

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